

IN THE CLAIMS

1. - 37. (cancelled)

38. (currently amended) A method for administrating distribution of contents, the method comprising the steps of:
receiving a request for specified content from a user terminal;

obtaining the specified content from a content provider;

encrypting the specified content with using a content key;

adding a content ID of the specified content to the encrypted content;

transmitting the encrypted content having and the added content ID added thereto through the user terminal to a player content server;

generating a use condition including associated with the content ID for specifying the content which a user apparatus is authorized to use in accordance with the use condition and a user ID specifying the user apparatus that is authorized to use of the specified content in accordance with the use condition; and at a time subsequent to the transmitting of the encrypted content and the added content ID through the user terminal to the player,

receiving a request for the content key from the player through the user terminal, the request including the content ID, and

in response thereto, transmitting the encrypted content stored in the content server, the content key and the use condition through a the user terminal to a the player in response to a request from a user.

39. (currently amended) The method according to claim 38, further comprising the step of generating the content key.

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